



## LISTING OF CLAIMS

1. **(currently amended)** An apparatus for storing and collecting arcade game data comprising:

a game processing system for a multiple player game comprised of a plurality of unit controllers;

a data output system in electrical communication with said game processing system; and

a data collection unit having a data collection device, said data collection unit in wireless communication with said data output system,

wherein said data collection device ~~unit~~ is actuated manually for the entry of at least a portion of said arcade game data.

2. **(original)** The apparatus of claim 1 wherein said data collection unit communicates game accounting data to and from said data output system.

3. **(previously presented)** The apparatus of claim 1 wherein said game processing system further comprises:

a main controller.

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4. **(original)** The apparatus of claim 3 wherein said game processing system further comprises a clock.

5. **(previously presented)** The apparatus of claim 1 wherein said data output system comprises:

- a processor;
- a plurality of I/O ports;
- memory; and
- a communications port.

6. **(original)** The apparatus of claim 5 wherein said communications port uses infrared, radio, or serial data transmissions.

7. **(original)** The apparatus of claim 5 wherein said communications port uses standard Infrared Data Association (IrDA) compliant communications.

8. **(original)** The apparatus of claim 5 wherein said data collection unit communicates game accounting data to and from said data output system through said communications port.

9. **(currently amended)** An apparatus for storing and collecting arcade game data comprising:

- a game processing system for a multiple player game comprised of a plurality of unit controllers;
- an output processing system in electrical communication with said game processing system;

a data output system in electrical communication with said output processing system; and

a data collection unit having a data collection device, said data collection unit in wireless communication with said data output system,

wherein said data collection device ~~unit~~ is actuated manually for the entry of at least a portion of said arcade game data.

10. **(original)** The apparatus of claim 9 wherein said data collection unit communicates game accounting data to and from said data output system.
11. **(previously presented)** The apparatus of claim 9 wherein said game processing system further comprises:
  - a main controller.
12. **(original)** The apparatus of claim 11 wherein said game processing system further comprises a clock.
13. **(original)** The apparatus of claim 9 wherein said output processing system is implemented via a micro controller or via a personal computer.
14. **(previously presented)** The apparatus of claim 9 wherein said data output system comprises:
  - a processor;

a plurality of I/O ports;  
memory; and  
a communications port.

15. **(original)** The apparatus of claim 14 wherein said communications port uses infrared, radio, or serial data transmissions.
16. **(original)** The apparatus of claim 14 wherein said communications port uses standard Infrared Data Association (IrDA) compliant communications.
17. **(original)** The apparatus of claim 14 wherein said data collection unit communicates game accounting data to and from said data output system through said communications port.
18. **(previously presented)** A method for operating an accounting system for arcade game data comprising the steps of:
  - operating an arcade game having a game processing system for a multiple player game;
  - storing game accounting data at said game processing system;
  - establishing wireless communications between said arcade game and a data collection unit having a data collection device;
  - manually entering at least a portion of said game accounting data into said data collection unit;

collecting said game accounting data onto said data collection unit;  
storing said game accounting data on said data collection unit;  
processing said game accounting data on said data collection unit; and  
allowing uninterrupted performance of game play from said arcade game  
during said collection of game accounting data.

19. **(currently amended)** The method of claim 18 wherein the step of manually entering game accounting data comprises ~~further comprising~~ actuating the data collection device ~~a device~~ to indicate the award of a corresponding prize from said arcade game.
20. **(currently amended)** An apparatus for storing and collecting arcade game data from a multiple player arcade game operated by a game attendant, said apparatus comprising:
- ~~a game processing system comprised of a plurality of unit controllers;~~
  - a data output system in electrical communication with said game processing system; and
  - a data collection unit having a data collection device, said data collection unit in wireless communication with said data output system,
- wherein said data collection device ~~unit~~ is actuated by said game attendant for the entry of at least a portion of said arcade game data.